Amendments to the Specification

Please replace the paragraph [25] with the following amended paragraph:

[25]   Key data is initially generated by keyboard 2 when a user presses, changes the force exerted upon, or releases a key. The details of the manner in which keyboard 2 generates this key data are not necessary to understanding the present invention, and are therefore not discussed further. However, various embodiments of a force-sensing keyboard are described in commonly-assigned U.S. Patent Application Ser. No.~~————————(having attorney docket number 003797.00546)~~ 10/662,459, titled "Computer Keyboard with Quantitatively Force-Sensing Keys" and filed simultaneously herewith, the contents of which are incorporated by reference herein. Keyboard 2 outputs key data in the form of a Human Interface Device (HID) report.

Please replace the paragraph [32] with the following amended paragraph:

[32]   Because application 20 can make use of key force data, it registers with subsystem 16 to receive "raw" data from keyboard 2 that includes key force data. Application 30 is an application that was not developed to recognize key force data, but which also uses "raw" keyboard data. In the WINDOWS® operating system, for example, each application is automatically registered to receive certain keyboard data while that application is in the foreground. The application would receive this data via a WM_KEYDOWN or WM_CHAR message. Because of space limitations in these messages, and so as to avoid causing problems with older (or "legacy") application programs, these messages only contain a limited amount of keyboard data. However, applications can also register to receive raw keyboard data via a WM_INPUT message (discussed below). These messages can contain more extensive data from a keyboard, and are also provided to the application when it is in the background. Application 30 registers with subsystem 16 to receive raw data from keyboard 2, via a WM_INPUT message, but does not explicitly request key force data.